THE STORY SO FAR

The strange little man in the trench coat and Porsche sunglasses seemed a little out of place. After all, the unveiling of the new McGibbits Wing of the Library of Congress (in honour of your 47-volume treatise on the Dewey decimal system) was a strictly formal affair. You paid little notice to him at the time, however, as you moved gracefully to the piano in your McGibbits Trim-Fit™ bulletproof jeans. As you started into the third movement of your Piano Concerto No. 2 in E, you heard a whisper in your ear: "We need you, Jimbo-Baby! The whole world is in danger and only a super-soldier, ace helicopter pilot, ballistics expert, engineer, neurosurgeon, politician, movie actor, rock star, world-class motorcyclist, explorer, karate expert, and devil-may-care all round nice guy like you can save the day!"

"Not again!" you thought to yourself as you finished up the concerto, christened the Library, and leapt on your Super Gizmo 8™ motorcycle (with cruise control, AM/FM, auto seat warmer, and heat seeking missiles) all in one fluid move. "It's getting so I barely have any time to myself what with that Mad Leader running around!"

Back at your modest country estate/training grounds/experimental aircraft test facility, you quickly solve the prime-key encrypted note the agent left with you (lucky thing one of your doctorates is in combinatorial mathematics and cryptography!).

"So what else is new," you say as you gather your gear and head out to the waiting Gizmo. "I guess this afternoon's open-heart surgery will have to wait. I hope the patient can." And whistling the theme from your new TV series, you head out to save the world ...

You will begin all of your missions from your Home Base, just beyond the border of The Country. At the base you will be briefed about your mission goal just before takeoff. You must successfully pilot your chopper from Home Base through enemy airspace and reach one of the Mad Leader's installations to complete the ground mission assigned during the briefing. There are a total of three missions, each progressively more difficult, in keeping with your growing skill, stature, and worldwide acclaim. Good Luck!

Whizbang Enterprises Introduces the Gizmo™ DHX-1 Attack Chopper "The Snuffmaster"

OWNER'S FLIGHT MANUAL

Welcome to the Whizbang Family

You should be feeling pretty good right now. You've just purchased a Whizbang Enterprises **Gizmo™ DHX-1 Attack Chopper**

Which is known affectionately around here at Whizbang as "The Snuffmaster"

Welcome once again to our family.
We think you'll like it.

Whizbang Enterprises' crack staff of Gizmo™ creators:

Chief of Design	Marge
Engineer	Ricky "The Sausage" Bendizzi
Weapons Analyst	Eunice Bloodknuckles
Technicians	Biff
	Johnny's Nephew
	Happy
	Thumper Jones

Your new Whizbang Gizmo™ DHX-1 Attack Chopper is loaded with the following Whizbang goodies:

- Turbine-Thrust Dual Propulsion Whizbang Whirler™ engine, capable of a top speed in excess of 450 knots.
- Four Whizbang Waster™ air-to-air heat seeking missiles
- Two rapid-fire Whizbang Whizzer™ 20mm cannons
- Anti-heat missile magnesium flares
- Anti-radar guided missile chaff dispenser
- Whizbang Whomper™ turbo booster
- Ultra-sophisticated communications systems
- State-of-the-art computer guidance, control, and surveillance systems
- Whizbang Whisper™ silent travel capabilities

TAKEOFF PROCEDURES

Upon entering the cockpit of your Gizmo, you will find yourself facing an ultra-sophisticated array of controls. Through the windshield you can see the Home Base. At the bottom of the screen, note your hands holding the control sticks which control the

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INFILTRATOR
CREATED BY CHRIS GRAY

movement of the copter. You might wish to take off after you finish admiring your manicure, so here are the instructions.

1. Turn the battery on by pressing the **B** key.
2. Initialize the computer and communications systems by pressing the **S** key. The computer screens will light up and the warning lights will initialize at the top of the display.
3. Turn on the engine ignition by pressing the **I** key. The engine will not provide enough power for movement until it exceeds 2300 RPM's.
4. Pull back on the joystick until you have cleared your base and are looking at a green landscape with mountains in the distance.
5. Press the **fire button** (note that your right hand on the display registers this) and push forward to accelerate.

THE CONTROLS

Joystick
The joystick controls all of the movement of the helicopter.
To **climb**, pull back on the joystick
To **dive**, push forward on the joystick
To **accelerate**, hold the button down and push forward
To **decelerate**, hold the button and pull back
To **bank left**, push to the left
To **bank right**, push to the right
To **spin clockwise**, hold the button and push to the right
To **spin counter-clockwise**, hold the button and push to the left

COCKPIT DISPLAY

Labels clockwise: Warning Lights, Oil Temperature Gauge, Battery Temperature Gauge, ADF, Altimeter, Turbo Booster Indicator, Fuel Gauge, Whisper Mode Indicator, Chaff Set, Computer Terminal, Directional Compass, RPM Indicator, Artificial Horizon, Communications, Cannons Armed, Missiles Armed, Flares Set, Incoming Missile Warning Lights, Speed indicator, Heads Up Display

Keyboard
The keyboard is used to control all other functions in the helicopter.

B turns on the battery
S initializes the computer and communications systems
I turns on the ignition
G arms the cannon (guns)
R arms the heat seeking missiles (rockets)
M (Spectrum and Amstrad)
F sets the flares for use
C sets the chaff for use
H toggles the Heads Up Display (HUD)
W toggles whisper mode
*** changes the view to the communications system (4 Spectrum and Amstrad)
T switches the view to the computer terminal (3 Spectrum and Amstrad)
+ turns the turbo booster on (**T** toggles turbo Spectrum and Amstrad)
− turns the turbo booster off

The **space bar** has the following functions:
- Deselects weapons on the cockpit screen (C64 only)
- Returns view from communications screen
- Returns to computer terminal from status display or tactical map screens

the last two options use fire button (Spectrum only)

COCKPIT DISPLAY (see above illustration)

Artifical Horizon
The artificial horizon indicates your present attitude (degree of tilt or bank) and indicates whether you are climbing or diving by the location of the horizon line in relation to the stabilization point. The rate of climb and dive is also displayed by the artificial horizon. If the artificial horizon is level and centred in the gauge, you are flying straight and level.

Directional Compass
The compass displays the directional heading of the Gizmo in degrees, shown in both analogue and digital format. The dial is accurate within 23 degree increments; the digital readout is accurate to smaller values.

Fuel Gauge
This horizontal bar displays remaining fuel. The tank is empty when the red bar disappears.

Oil and Battery Temperature
These two bar graphs at the top of the screen display the temperatures of your battery and oil. When the bar reaches the red zone, heat is critical and the temperature warning lights will flash and beep until you reduce the heat (by slowing your speed to reduce strain on the battery or by turning off the turbo to conserve oil).

Warning Lights
The six warning lights at the top of the cockpit, when flashing red while a buzzer sounds, indicate:

Engine damaged
Battery overheated
Oil overheated
Fuel low
Altitude level below 200 ft.
RPM deficiency in engine or rotors

The warning lights will alert you to any noteworthy status conditions that require immediate attention. You have some direct control over the **B**, **O** and **A** warning lights. The **E**, **F**, and **R** lights refer to problems that cannot be corrected mid-flight. In these cases you might want to reach your destination as quickly as possible and avoid any further damage from air combat.

Airspeed Indicator
This dial shows the Gizmo's present airspeed, in knots. The digital readout under the dial displays the same information. Maximum speed is 450 knots (without the turbo engaged).

ADF
The Automatic Direction Finder (ADF) will aid you in arriving at the proper destination. Therefore, you may want to program it immediately after takeoff. Once programmed, the ADF always points towards your destination. If you are moving forward and the ADF points straight up, you will eventually reach your target, regardless of the compass heading. Moving off course will cause the ADF to spin,

adjusting itself to the Infiltrator's orientation. The ADF will move only when you spin the helicopter or when you bank. To correct the orientation of your helicopter so it is heading towards the destination, you can either spin the copter (for minor heading changes) or bank (for more drastic changes in direction).

Note that if the ADF is blinking on and off, it has not been properly programmed at the communications terminal. (See Communications.) If the ADF is flashing and moving around radically, you are directly over your destination. You should slow down and proceed to land immediately. (See Landing Procedures.)

Altimeter
The altimeter displays your present altitude in feet. The hand on the dial is accurate only within jumps of 60 feet or more (5 feet or more Spectrum and Amstrad), so use the digital reading for greater accuracy. Each time the dial sweeps past 12:00, it registers 1000 ft. (80 ft. Spectrum and Amstrad). Maximum altitude is limited to 8000 ft. If your altitude is below 200 ft., the low altitude warning light and buzzer will sound.

RPM Indicator
The RPM (revolutions per minute) indicator displays the rate at which the blades are spinning. Helicopter blades do not speed up or slow down to maintain a constant rate since it is the angle tilt of the blades that causes the movement. The onboard computer systems monitor and maintain steady RPM's. Optimum RPM's is 2300. No flying can take place until RPM's are at or above optimum. At this time the takeoff alert will sound until the Gizmo is airborne.

Missile Warning Lights
The missile warning lights, to the left of your instrument panel, flash to indicate that a missile is heading toward your Gizmo. A warning siren will sound as well. If the **R** light is on, then a **R**adar guided missile is heading towards the Gizmo, and chaff must then be used to decoy it. If the **H** light is on, then a **H**eat seeking missile is headed towards the Gizmo, and flares must be used to decoy it.

ARMAMENTS

The next four items are represented by buttons that flash when set to active and are found on the lower left and lower right bottom of the cockpit. Once armed, they can be activated by pressing and releasing the **fire button** on the joystick. Any or all of these may be damaged or rendered inoperable by enemy fire.

Cannons
The Whizbang Whizzer™ 20mm cannons are armed by pressing the **G** (gun) key. An enemy in the HUD (Heads Up Display) cross hairs may be damaged or destroyed if you fire upon it. You have unlimited ammunition.

Missiles
Pressing the **R** (C64) or **M** (Spectrum and Amstrad)(rocket) key arms the Whizbang Waster™ air-to-air heat seeking missiles. An enemy must be visible to be hit, but it doesn't have to be in the cross hairs. You are limited to four (4) missiles per mission.

Flares
Pressing the **F** key sets the flares. These are used to decoy enemy heat seeking missiles. The flares, made of magnesium, will fool the missile into thinking that the flare is actually your exhaust.

Chaff
Unlike heat seeking missiles, radar guided enemy missiles must be deceived by dropping strips of metal into the sky, creating a fake radar image of the Gizmo. Pressing the **C** key sets chaff for dropping.

OTHER FEATURES

Heads Up Display
Pressing **H** displays the Heads Up Display (HUD). Using the latest technology available, a computer immage of your cannons' aiming cross hairs is superimposed on your windshield. Use them to aim at a target for firing. With your cannon armed, any object that passes through the cross hairs should be hit. Missiles do not use visible tracking methods, so you may turn off the HUD if you wish by pressing **H** again.

Turbo Booster
Press the **+** key to turn on the Whizbang Whomper™ turbo booster. Press the **−** key to turn it off. Press **T** on Spectrum and Amstrad to turn turbo booster on and off. This will give an increase in speed. It also causes the oil to heat up at a very fast rate, so it must be used sparingly. When the turbo booster is on, the turbo indicator to the right of the instrument display will light up. The turbo can be made inoperable if hit by enemy fire.

Whisper Mode
Pressing the **W** key engages the Whizbang Whisper™ (standard equipment on your Gizmo™ DHX-1). This effectively silences the Gizmo. Whisper mode must be activated whenever attempting to make a secret landing, or else the noise from the helicopter may alert enemy ground personnel. When the whisper mode is on, the whisper indicator to the right of the instrument display will light up.

Pause
Suppose you want to suspend the game and take a break from all this excitement. Switch to either the computer terminal (press the **T** key) or the communications screen (press the *** key). Press any unassigned key to get back into the thick of it. Press **3** Spectrum and Amstrad (Pause) and **4** for the communications screen. **Fire button** to exit from these options.

THE COMPUTER TERMINAL

The computer terminal, the small screen located on the right of the cockpit, is activated by pressing the **T** key. (3 key Spectrum and Amstrad.) You will then be presented with a weapons inventory and two optional categories for status update. Pressing any unassigned key returns you to the cockpit view. If your computer system has been destroyed by enemy fire, the cockpit terminal will be blackened and you will not be able to access it.

The weapons store is displayed in LED bar graphs indicating remaining **M**issiles, **F**lares and **C**haff. Press the **1** or **2** keys to review chopper status information or your tactical map, respectively.
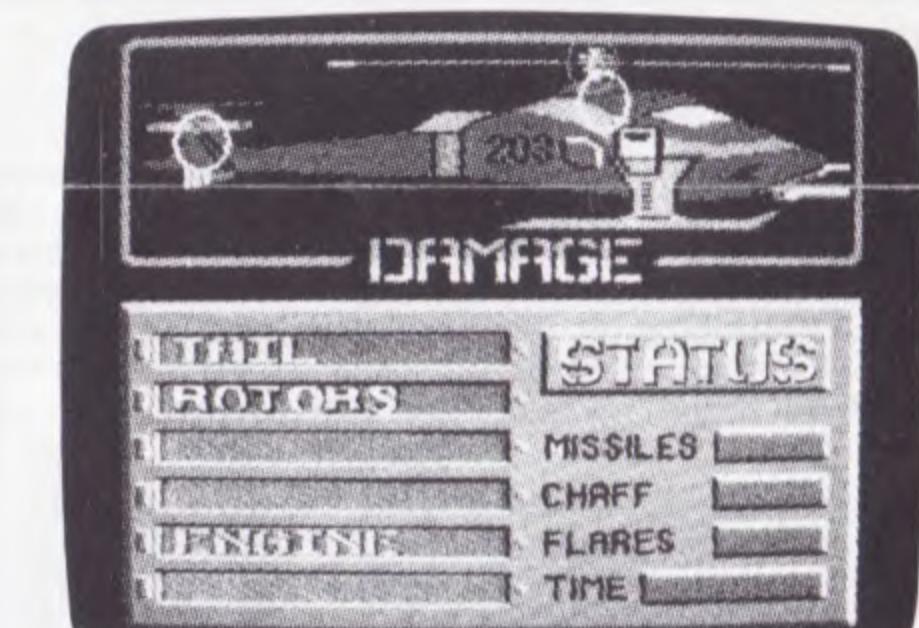
1 Status Display
This represents your Gizmo's present status. If any damage has been sustained, the picture of your Gizmo at the top of the screen will be highlighted by visual damage circle indicators where the damage has occurred, accompanied by flashing text descriptors. Below this are displays for remaining missiles, flares and chaff. Cannon rounds are unlimited. Pressing the **space bar** returns you to the main terminal screen.
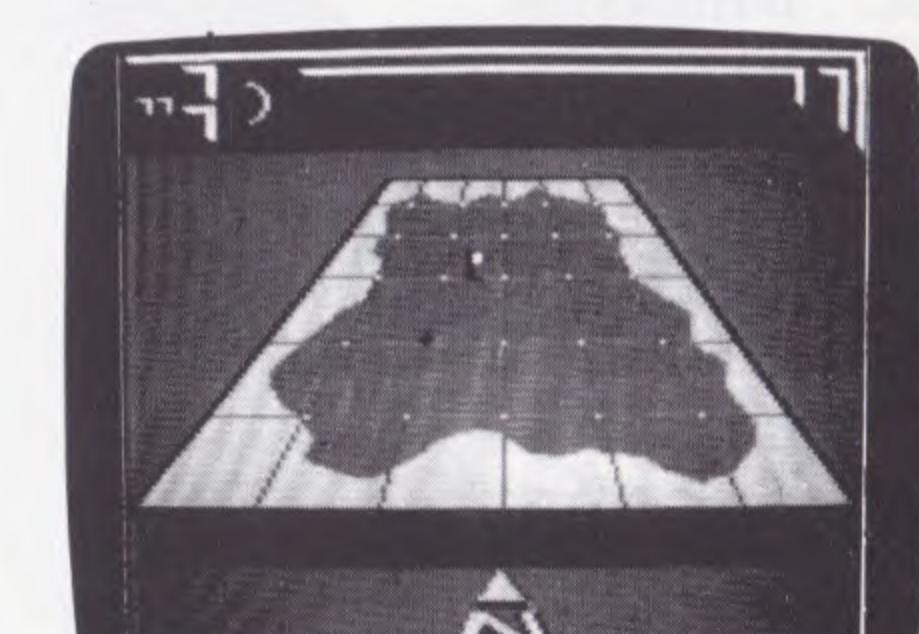
2 Tactical Map
The top of the screen houses a small computer screen with a digital readout. The numerical value is your calculated ADF frequency. (See

Communications for more details). The large gridded map is a tactical map of The Country. Your position within The Country is displayed by a flashing sphere with a shadow underneath. The distance between the sphere and the shadow represents your altitude. If you have programmed the ADF, a small flag will appear on the map as well. This is your destination. This display can be used to determine your relative position to your destination at any time during your mission. Press the **space bar** to return to the main terminal.

COMMUNICATIONS

Johnny "Jimbo-Baby" McGibbits says:
"If you blow the mission, you can forget about the film rights. But hey, you're beautiful. I love ya'. Let's do lunch."

The Whizbang Gizmo™ DHX-1 is equipped with the kind of highly sophisticated communications equipment that is often necessary for the successful completion of missions for which this machine has been expressly designed. Pressing the * key on the keyboard takes you from the cockpit display to the communications terminal (which is located on the left of the cockpit screen). Be careful, this system can be destroyed by enemy fire. The system is used as follows:
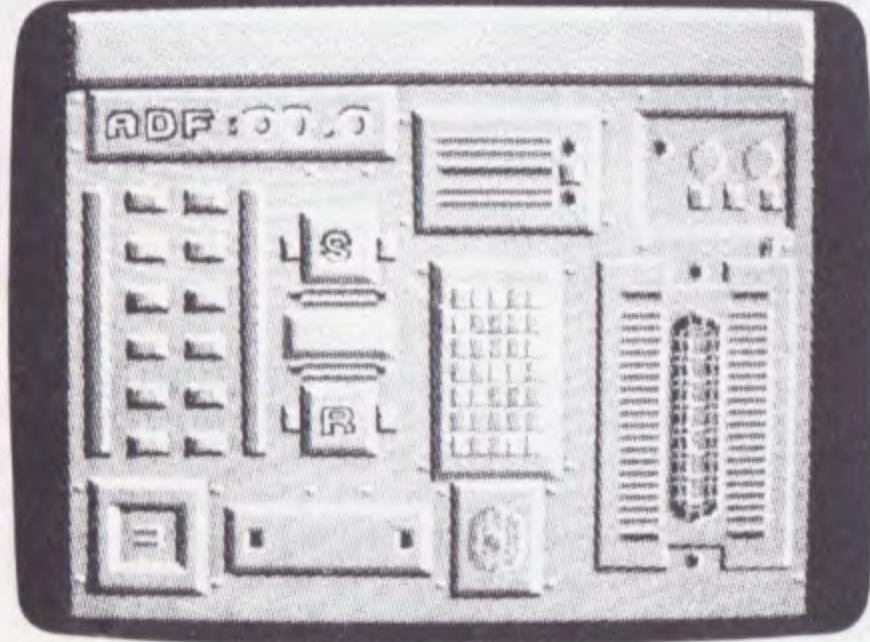
- Press **A** to program the Automatic Direction Finder (ADF). Type in the three numbers from the tactical display, ignoring the decimal point. Your ADF is now programmed. You do not have to program it again unless the numbers were entered incorrectly. Your ADF will not function properly if the values are incorrect.
- Press **S** to go into send mode. Send mode allows you to send messages to another aircraft or to ground controllers. Once you are in send mode, you may type messages at the top of the screen on the Comm-bar. No punctuation is allowed. Use the DEL(ETE) key (No.0 Spectrum) to backspace. Pressing **RETURN** sends the message to either another aircraft or to a ground controller (as appropriate). The flashing **S** or **R** represents the current Send or Receive status. Press the **space bar** to return to the cockpit view. (**FIRE** button Spectrum).

Dweezil McGibbits (no relation to the Infiltrator), president and chief executive officer here at Whizbang, the manufacturers of the new Gizmo™ DHX-1:
"I came up the corporate rungs the hard way, I inherited. How I recall when my father started this business back in '39 …"

OTHER AIRCRAFT

As you begin a mission by flying the chopper to your destination, you will encounter other aircraft along the way. Some may be other infiltrators also trying to upset the Mad Leader's plans, while others may be staunchly loyal to the Mad Leader and his evil goals. There are three types of other aircraft: the friend, the enemy, and the maniac.

Upon encountering another aircraft, you must determine whether it is a friend or an enemy. Since there are no distinguishing markings on your ship, and because helicopters are not an unusual sight over The Country, other pilots will also try to determine your loyalties and intentions by talking to you via the communications screen (sending and receiving messages). You should always try to communicate with an unidentified aircraft first. As soon as you see an aircraft for the first time, press the * key. (4 Spectrum and Amstrad). Once on the communications screen, press the S key to send a message. The only phrases the comm systems of other aircraft will understand are:

REQUEST ID
INFILTRATOR (your ID to a friend)
OVERLORD (your ID to an enemy)

After requesting the identification of another aircraft, examine the response for a code name. With experience, you should be able to distinguish friendly code names from those of enemies. This will provide you with the information necessary to respond properly to *their* request for identification. Giving the correct ID to an aircraft will allow you to continue on your mission unhindered. Giving the wrong ID to an aircraft will result in a battle that will last until one of you is destroyed.

Oh, by the way, we weren't kidding about the maniacs out there. A few of the other infiltrator pilots have snapped from the strain, and it really doesn't matter what code name you use in response. They will always attack, and you're going to have to fight against a former friend turned deadly foe!

Sample friendly names:

WHIPPLE and **HAYMISH**

Sample enemy names:

BOOMER and **SCUM**

Sample exchanges:

You:	**REQUEST ID**
Other:	WHIPPLE REQUESTING IDENTIFICATION
You:	**INFILTRATOR**
Other:	GOOD LUCK JOHNNY
You:	**REQUEST ID**
Other:	SCUM REQUESTING IDENTIFICATION
You:	**OVERLORD**
Other:	YOU ARE CLEARED TO PROCEED
You:	**REQUEST ID**
Other:	HAYMISH REQUESTING IDENTIFICATION
You:	**OVERLORD**

(Wrong code name response! The other aircraft will begin attack.)

LANDING PROCEDURES

Once you have arrived at your assigned destination, you will have to land to continue your mission. To land safely you must make sure of the following:

1. your speed is between 20 knots and 0 knots
2. the artificial horizon is level and you are not banking
3. your rate of descent is at minimum

Once you have descended below 200 feet, you will hear the low altitude warning buzzer sound. Set your rate of descent to minimum. Wait until your altitude is reduced to 0 and Gizmo shakes and thumps as it hits the ground. If you have landed at the proper destination, as programmed into the ADF, the ADF gauge pointer will be flashing black and white and spinning madly. Remember, you must have the Whizbang Whisper™ silent travel mode engaged to land without warning an enemy.

To take off once again, simply increase your altitude by pulling back on the joystick and increase your airspeed.

While on the ground, do not bank, accelerate, or spin, or you may crash.

All right. So we didn't invent the helicopter. We're only human. We're Whizbang Enterprises. So what???

WAYS TO CRASH

As an experienced pilot, you know that helicopter flying is a very dangerous activity. Even though we here at Whizbang have tried to incorporate every safety feature imaginable into our Whizbang Gizmo™ DHX-1 Attack Chopper, there are still a few situations in which the unthinkable can happen. So think about it, and be careful.

On the advice of legal counsel the following disclaimer is included with every Gizmo™ DHX-1:

Whizbang Enterprises, and its corporate officers, makes no guarantee to the purchaser or pilot of ANYTHING, other than that your cheque has cleared before delivery, and that we are not responsible for anything that may happen after purchase (unless it is good, then we will take full credit, and we reserve the right to feature it in future advertising).

Specific reasons for "early retirement" are:

- Incorrect takeoff
- Incorrect landing
- Too much damage
- Engine damage from enemy missile fire
- Overheated oil (excessive use of turbo)
- Overheated battery (excessive use of speed)
- Out of fuel
- Doing something really stupid (which includes most of the above!)

Note that if you crash (even though you've been told not to!), you will start the same mission again from the beginning. If you stop playing after having successfully completed a mission, you will have the choice to start from scratch or to start a new uncompleted mission when you load the game again. You cannot, however, embark on a new mission before completing the previous one.

Dweezil McGibbits (no relation to the Infiltrator), president and chief executive officer here at Whizbang, has this to say about the new Gizmo™ DHX-1:
"Warranty? er, umm … You don't really need one of those. That's for sissies. Here, let me show you the new passenger seat restraints …"

The McGibbits Guide to Ground Installation Infiltration
POCKET EDITION

UPON LANDING

Once you have landed, your view will change. You will now be looking down at yourself standing next to your trusty Gizmo. You must pretend that you are an enemy guard, much as you may have had to pretend to be an enemy in the sky. Avoiding the enemy is the key to ground missions.

"YOUR PAPERS SEEM TO BE IN ORDER"

Objective
To complete the mission displayed in the briefing without being captured, blown up, or running out of time. There are three missions that become increasingly more difficult. Once you finish one mission you will be assigned your next task.

Mission Completed and Leaving
If you successfully complete your ground mission, make your way back to the helicopter. Moving into the cockpit section on screen will take you inside so that you can return home.

If you haven't completed your mission, you won't be allowed to enter the helicopter. You can check to verify that your mission has been completed by going to the inventory screen. A message will be displayed when you have completed the assignment, just to let you know it is time to get out of there.

GROUND CONTROL AND INVENTORY ITEMS

YOU are the small dark grey figure on the screen. You have a limited amount of time and the use of several helpful devices (your inventory) to help you complete your mission. Pushing the joystick in a direction will cause you to move in that direction, unless you are busy with an item that is currently active. An active item is an object from your inventory that has been selected to be used. Note that at the beginning of the ground mission your papers are preset as the active item.

Fire Button
Press the **fire button** to activate the active item. The current active item is always indicated at the bottom of the main screen. Depending on the item activated, you may not be able to move until you are finished.

Pause
To take a break, press the **space bar** to go to the inventory screen. Your game will pause until you are ready to return. Press **space bar** to return to the main screen, and your mission.

Press the **space bar** to switch to the inventory screen.
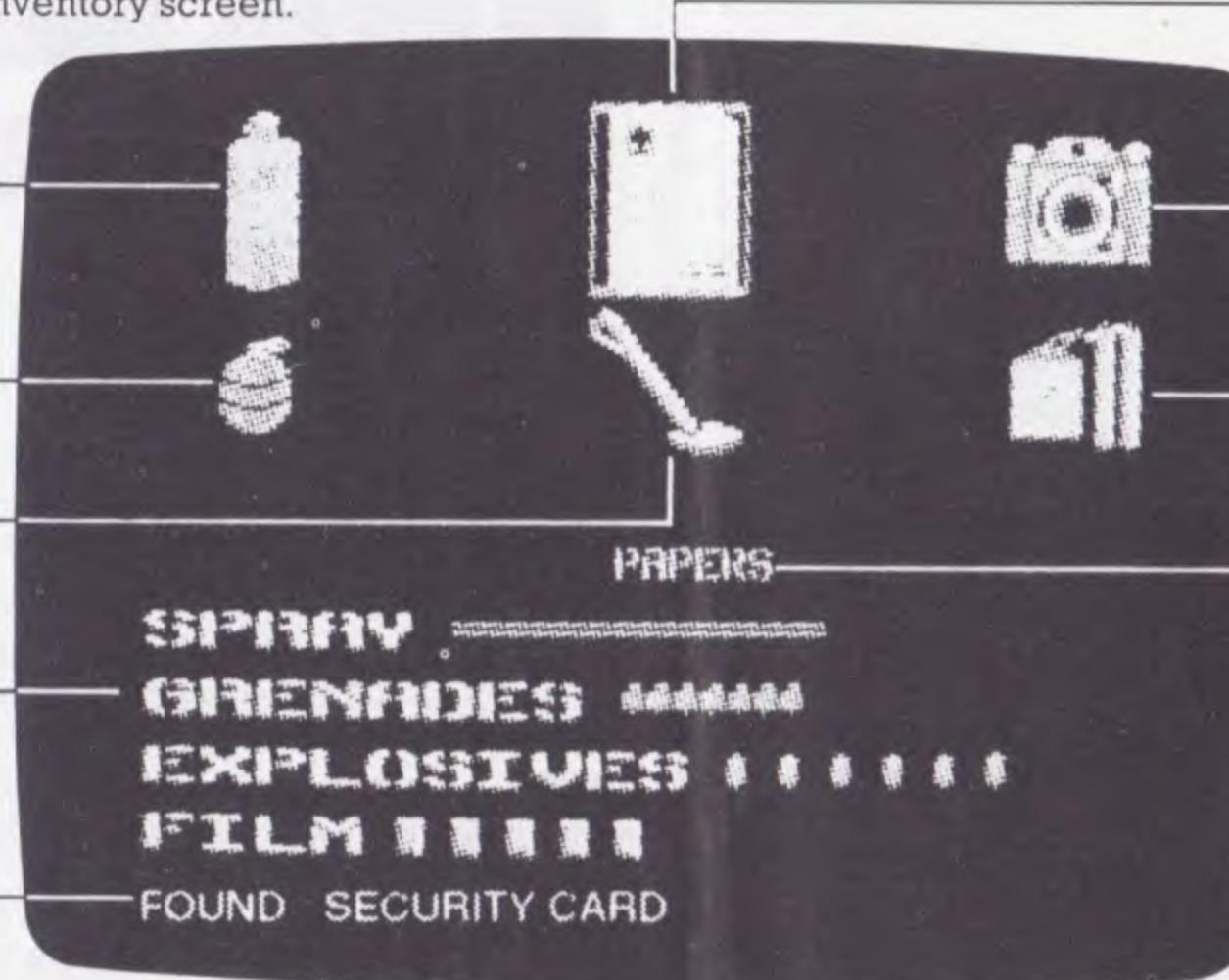
The inventory screen allows you to change the active item and displays important inventory information. You may select an item by moving the cursor. Press the **space bar** again (or any unassigned key) and you will return to the main screen. The newly selected item will be active, and is so indicated at the bottom of the screen. Once you have returned from the inventory screen, pressing the **fire button** activates the item you have selected.

In addition, important items found during your search will appear in a text line at the bottom of the inventory screen. Activation of these items will occur without having to select them as active and where appropriate. (See Mission Interference and Enemy Installation Structures for details on searching for and the activation of these items).

Your inventory items include:

Sleeping Gas
You have a hidden canister strapped inside your jacket which contains a colourless, odourless sleeping gas. Anyone sprayed will fall to sleep for several seconds and forget what has happened. Pressing the **fire button** sprays the gas. You have specially treated nose plugs which allow you to breathe the gas harmlessly.

Papers
These are your fake I.D. papers. You should activate your papers when a guard asks to see them. When that happens, move directly over and stand next to the guard. If the papers are not already active, move quickly to the inventory screen and select them. Return to the main screen, and press the **fire button**. Upon showing them, the guard will decide whether or not they are "in order" and valid. If they are in order, you can go about your business, and continue as an infiltrator. If they are out of order, you have a short time to gas the guard or run away before he tries to take you in for questioning. But be forewarned, running away will cause the guard to sound an alert throughout the compound. (See Mission Interference.)

Gas Grenade
This grenade has the same effect as the sleeping gas canister, except that it has a greater range. When used inside, all guards in the room in which it is dropped will fall asleep.

Johnny "Jimbo-Baby" McGibbits says:
"I never go anywhere without my McGibbits Trim-Fit™ bulletproof designer jeans. Timeless style, seamless fit, and safety from close range machine gun fire — all at a sensible price."

Mine Detector
This is used to detect mines. Selecting the mine detector on the inventory screen enables it to be used whenever you press and hold the **fire button** as you move through enemy territory. You will hear the detector working. Stepping on a mine with the detector activated is harmless and exposes that mine. Stepping on a mine without the detector activated is fatal — and stupid.

Explosives
Explosives are planted by selecting the explosives icon on the inventory screen as the active item, and then pushing the joystick up under the main control panel in the control room or under the desk in the lab. Only one bomb per room is permitted. Upon setting your last remaining bomb, an automatic countdown timer will go off. You then have about 20 seconds to leave the building before all of the bombs detonate. If you don't make it out of there in time, you will be trapped inside during the explosion, and it's bye, bye, baby! (Jimbo-Baby, that is.)

Camera
Use the camera to photograph any vital documents. To use it properly, face the papers you want to photograph and press the **fire button**. Only one picture per room is permitted.

Information Updates
At the bottom of the inventory screen are four graphs which update the following:

Spray — how much sleeping gas you have left
Grenades — the number of sleeping-gas grenades left
Explosives — how many charges you have left
Film — how many more pictures you can take with the camera

CBM 64 Keyboard
Pressing which keys while on the main screen is the same as using the cursor on the inventory screen to select an item:

S	Sleeping gas	M	Mine detector
P	Papers	E	Explosive charge
G	Gas grenade	C	Camera

MISSION INTERFERENCE

Guards
Enemy guards within the compound are fanatically loyal to the Mad Leader. They are assigned to patrol certain areas of the compound, and they will carry out their orders unfailingly. If one of the guards spots you, he may ask to see your papers. If you do not comply, an alert will be set off and guards throughout the compound will chase after you. Within the compound buildings, an electronic key will turn off the alarms temporarily, but it will only work once during a mission. Find the electronic key (search for it!), and a line of text on the bottom of the inventory screen will note that you have it. Make your way to the alarm control centre. Standing directly in front of the card slot in the wall and press up on the joystick. this will cause the electronic card in your possession to be inserted into the slot. If you cannot select this particular item to be active. If you have it, activation will occur automatically when you push up on the joystick. The alarms will be silenced.

Outside the compound buildings, a talking guard will turn red (from dark grey). You must follow the guard's directions or risk being discovered. Running away from a guard who is talking to you will prompt him to sound the alarm. If you gas a guard while he is talking to you, he will fall asleep and forget ever having seen you. (But you had best get out of the area before he comes around.) The guard's speech appears at the bottom of the screen.

Mines
Mines are usually scattered in the forest and in restricted areas to prevent exactly what you are doing — infiltrating. Mines can be exposed with the mine detector. Stepping on a mine (without the mine detector activated) is a dumb thing to do; besides, it will kill you.

Timer
A mission timer is visible on the screen at all times during the ground phases of a mission. If time runs out, you've blown it; your mission will end and you will have to start over again. Tough luck! (You have about 20 minutes of real time for each mission once you have landed within the confines of the compound.) Time is of the essence when saving the world, you know.

Johnny "Jimbo-Baby" McGibbits says:
"Never give anyone drugs — they might disappear on you!"

ENEMY INSTALLATION STRUCTURES

Inside a building you can search through chests and cabinets for gas grenades, security cards, and other useful and not so useful items. Travel to different levels within the same building is accomplished through elevators. Clothing disguises may be of some help. If you want to swap clothing, stand directly in front of a uniform hanging on a coatrack. Press forward against the coatrack until you have finished changing. An audible tone and accompanying text will indicate when you have finished.

Mapping Unit
While inside any of the compound's buildings, your mini-mapping unit will appear at the bottom of the screen. The room you are in is represented by a flashing box within the mapper screen. All rooms are shown as boxes with highlighted doors. Moving into a new room maps it into the unit's screen.

Rooms are colour coded as follows:

Red — designates a room of great importance (prison, control room, etc.)
Green — designates the building entrance or an elevator
Blue — represents a room of no special importance

Searching Chests
You may search any of the chests (on the top far wall only — chests on the side walls seem to be empty …) in any room by moving in front of it and pushing up with the joystick until you find whatever it contains.

Doors and the Security Room
Locked doors must be deactivated before you can enter these rooms. To unlock all the doors in the enemy compound, you must first find the security card (search for it!). With it in your possession, you can unlock the doors. Once you have found it, a line of text will appear on the bottom of the inventory screen to indicate that it is in your possession. Now, find the security room. It is the room with the lock status indicator lights on the wall and a passcard slot directly below it. To unlock the doors, stand directly in front of the security card slot and press the joystick up. This will cause the security card in your possession to be inserted into the slot, without having to select it. (You cannot select this particular item to be active. If you have it, activation will occur automatically when you push up the joystick.) The lock status indicator light is red when the doors in the compound are locked, and green when the doors are open.

Johnny "Jimbo-Baby" McGibbits says:
"No mission is over until I get something for my trouble. Hmmm, I've had my eye on this small Pacific island for a while now …"

A FINAL WORD FROM JOHNNY

Johnny "Jimbo-Baby" McGibbits — super-soldier, ace helicopter pilot, ballistics expert, engineer, neurosurgeon, politician, movie actor, rock star, world-class motorcyclist, explorer, karate expert, and devil-may-care all around nice guy says:

"If you've enjoyed this game, try some of U.S. Gold's other fine products …"

"Hey, wait a minute, I never said that!!"

"Come on Johnny, don't make a scene. We're currently negotiating with your agent …"

"I don't care! Until I see the cash, you don't get a peep out of me! I'm telling …"

"Please Johnny, shhhh. Don't be a tattle-tale and spoil it for everybody."

"Tough nuts to you! Chris, HEY CHRIS — they're trying to pull a fast one on us …"